

We Claim:

1. A method for interacting with a device, comprising:
 - (a) providing an input at a first device;
 - 5 (b) recording the input in a first language;
 - (c) converting the input into a second language
 - (d) communicating said second language;
 - (d) converting said second language into a third language; and
 - (e) providing said third language to a second device.
- 10 2. The method for interacting with a device of claim 1, wherein:
the operation of communicating said second language includes transmission of the second language over the Internet.
3. The method for interacting with a device of claim 1, wherein:
the operation of communicating said second language includes the modification of said second language such that it can be transmitted via a conventional communication medium.
4. The method for interacting with a device of claim 2, wherein:
the conventional communication medium is the Internet.
5. The method for interacting with a device of claim 1, wherein:
providing said input includes moving in an abstract space.
- 25 6. The method for interacting with a device of claim 5, wherein:
the abstract space is an image on a computer screen; and
a cursor is moved through the abstract space.
7. The method for interacting with a device of claim 5, wherein:
30 movement through the abstract space includes moving through a constrained path.

8. The method for interacting with a device of claim 5, wherein:
movement through the abstract space includes circling an object within the space.

9. The method for interacting with a device of claim 5, wherein:
movement through the abstract space includes moving an action icon to an object.

10. The method for interacting with a device of claim 1, wherein:
said first language and said second language are the same.

11. The method for interacting with a device of claim 1, wherein:
said second language is a device independent language.

12. A method for constructing an input method, comprising:
defining an abstract space having at least one dimension;
defining at least one object within said abstract space; and
defining allowable actions within said abstract space.

13. The method of claim 12, wherein:
said allowable actions include circling said object.

14. The method of claim 12, wherein:
said allowable actions include moving said object.

15. The method of claim 12, wherein:
said allowable actions include intersecting said object.

16. The method of claim 12, wherein:
said allowable actions include moving in relation to said object.

17. The method of claim 12, wherein:
said allowable actions include moving through said abstract space.

18. A method for providing input to a device, comprising:
moving through an abstract space.
- 5 19. The method for providing input to a device of claim 18, wherein:
said abstract space is an image on a display screen.
20. The method for providing input to a device of claim 18, wherein:
input is provided by the action of moving in a predefined manner.

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